

Fig. 1

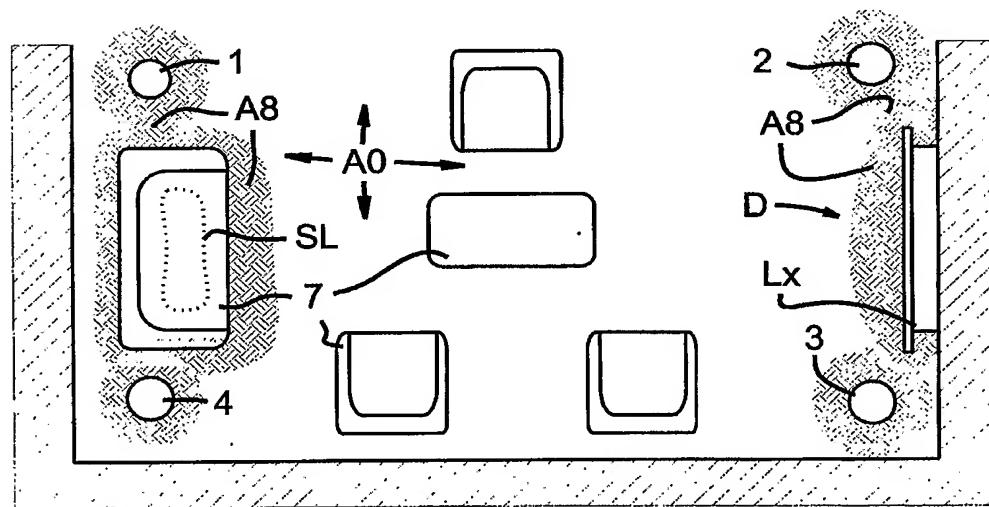


Fig. 2

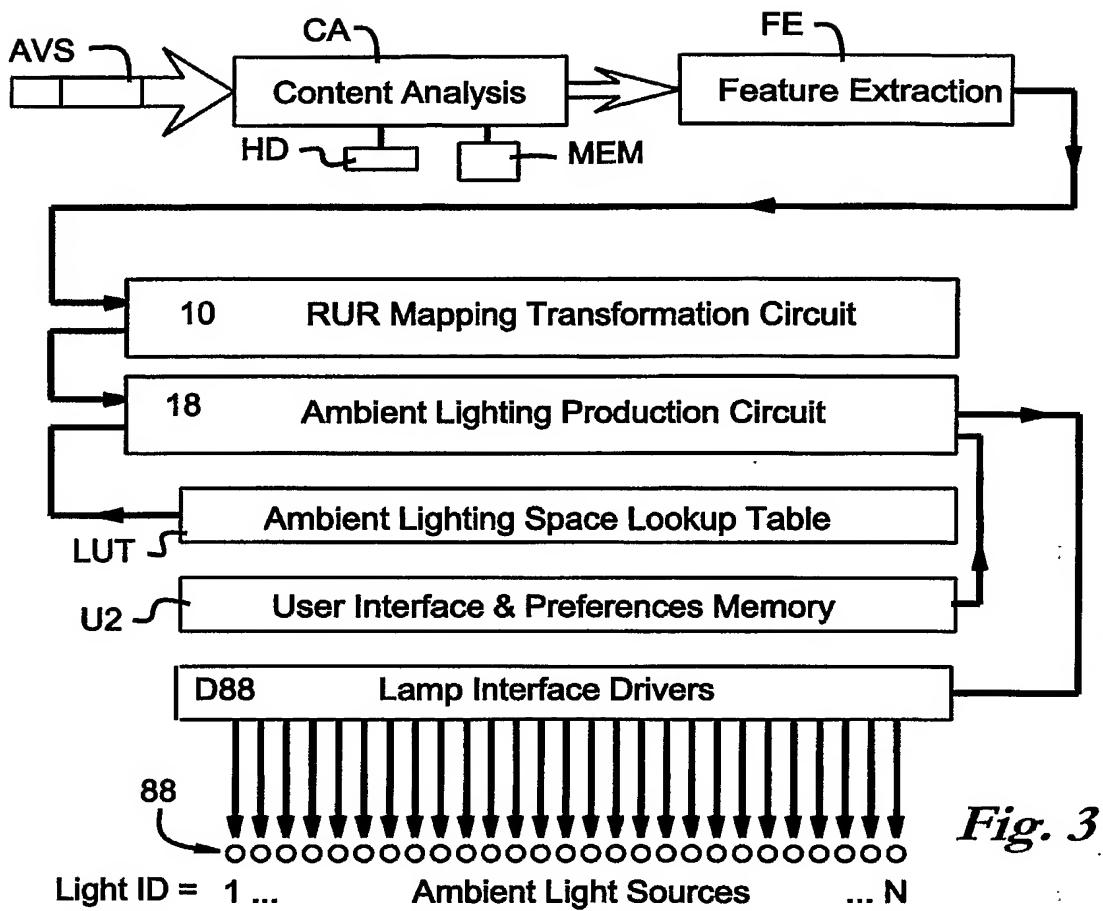


Fig. 3

$$R_{avg} = \frac{\sum_{i=1}^{n, m} R_{ij}}{n \times m}$$

Fig. 4

– Prior Art –

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} X_{r, \text{max}} & X_{g, \text{max}} & X_{b, \text{max}} \\ Y_{r, \text{max}} & Y_{g, \text{max}} & Y_{b, \text{max}} \\ Z_{r, \text{max}} & Z_{g, \text{max}} & Z_{b, \text{max}} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

M →

Fig. 5

Fig. 5

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = M_1 * \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Video Display D

Fig. 6

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = M_2 * \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix}$$

Ambient Light Sources 88

Fig. 7

$$\begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} = M_2^{-1} * M_1 * \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Fig. 8

-- Prior Art --

$$M = \begin{bmatrix} s_r x_r & s_g x_g & s_b x_b \\ s_r y_r & s_g y_g & s_b y_b \\ s_r z_r & s_g z_g & s_b z_b \end{bmatrix}$$

Fig. 9

$$\begin{bmatrix} s_r \\ s_g \\ s_b \end{bmatrix} = \begin{bmatrix} x_w \\ y_w \\ z_w \end{bmatrix} \begin{bmatrix} x_r & x_g & x_b \\ y_r & y_g & y_b \\ z_r & z_g & z_b \end{bmatrix}^{-1}$$

-- Prior Art --

Fig. 10

$$\begin{bmatrix} s_r \\ s_g \\ s_b \end{bmatrix} \begin{bmatrix} x_r & x_g & x_b \\ y_r & y_g & y_b \\ z_r & z_g & z_b \end{bmatrix} = \begin{bmatrix} x_w \\ y_w \\ z_w \end{bmatrix}$$

-- Prior Art --

Fig. 11

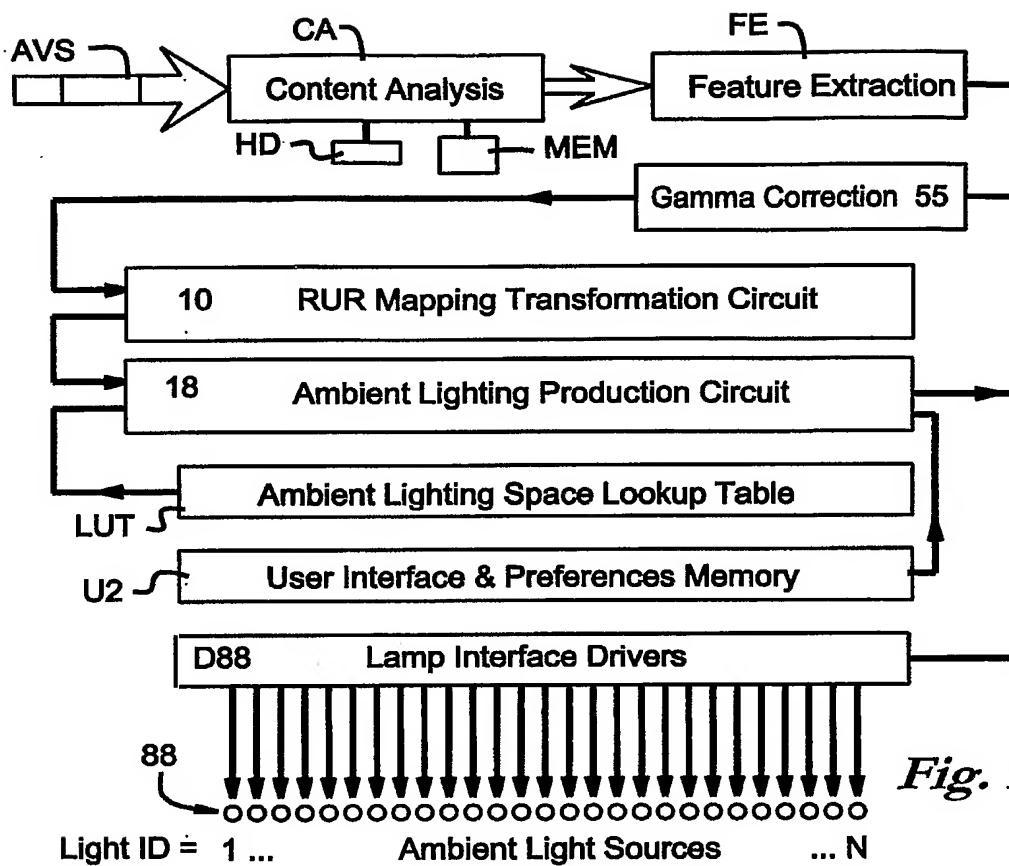


Fig. 12

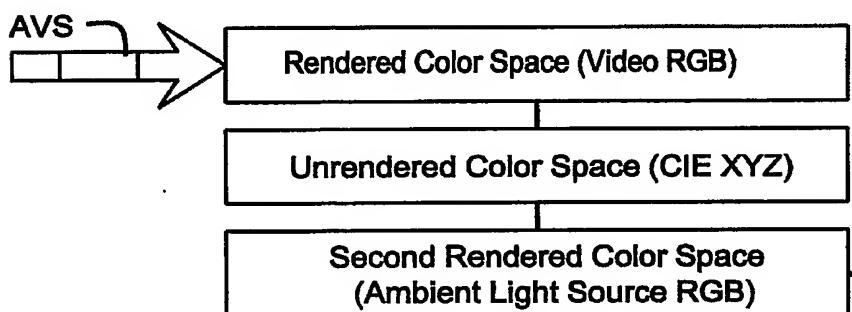


Fig. 13

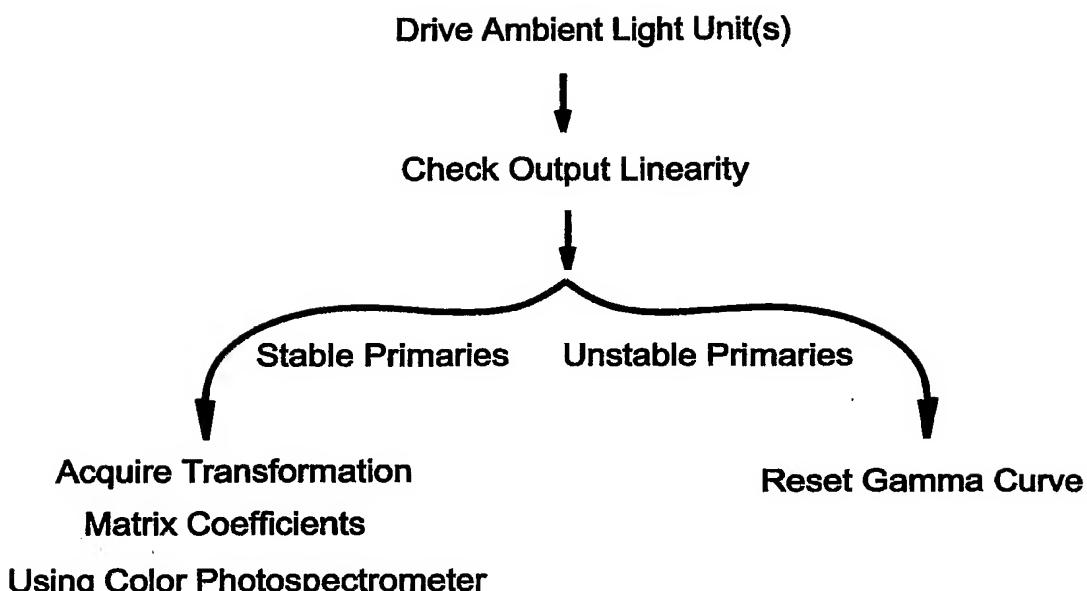
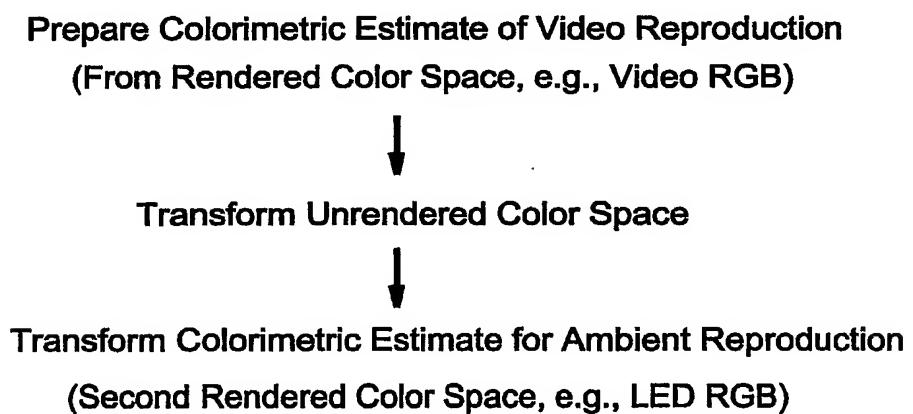
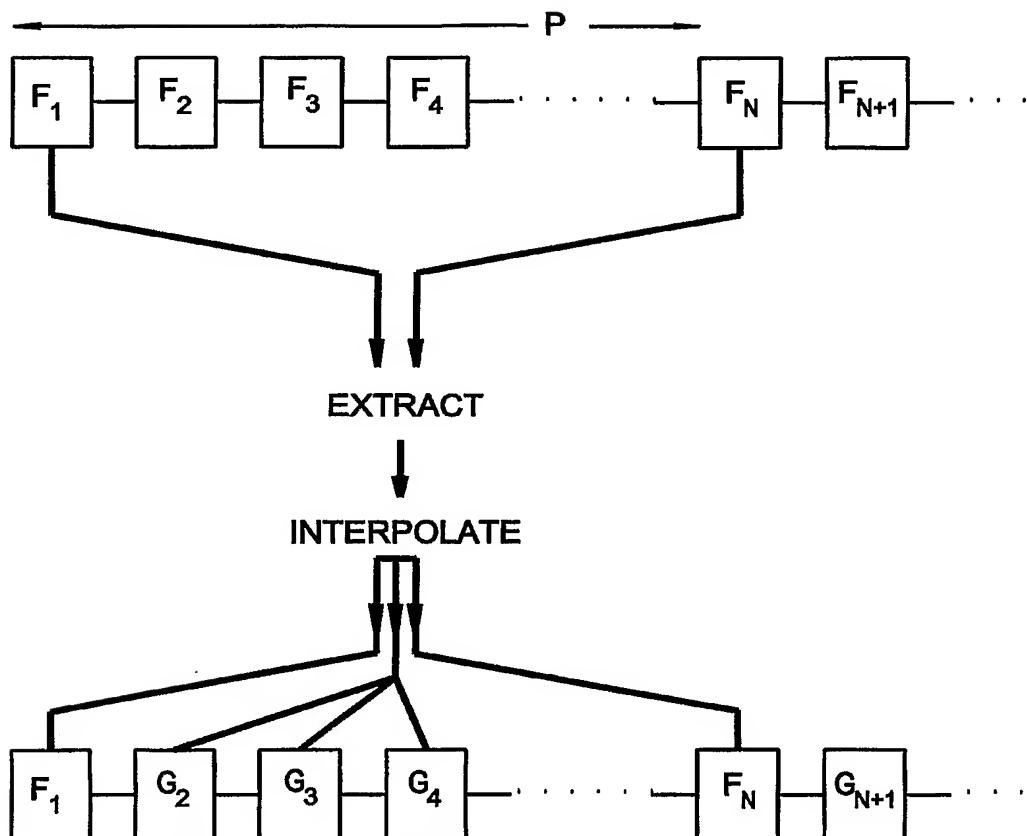
*Fig. 14**Fig. 15*

Fig. 16*Abbreviated Chrominance Assessment*

Delay Next Frame Extraction

Interpolate

Fig. 17

Initiate Full Frame Extraction

Interpolate

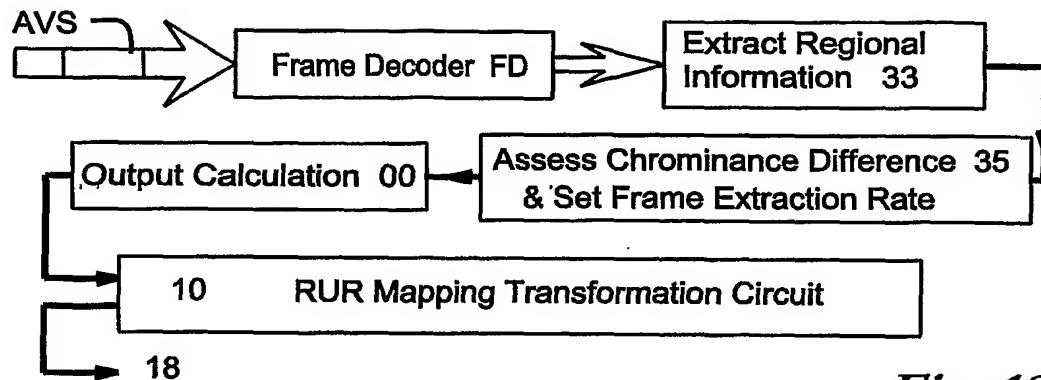


Fig. 18

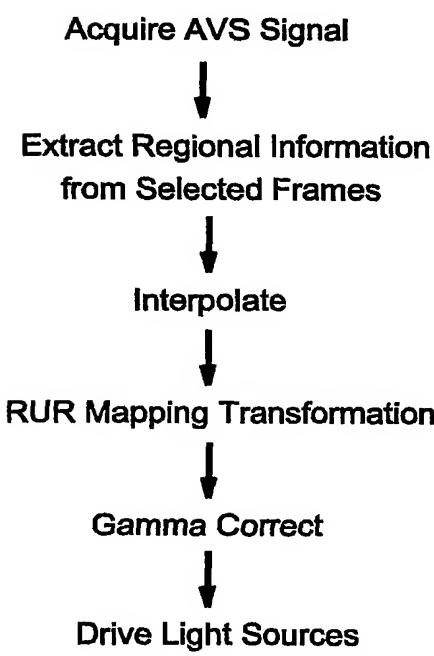


Fig. 19

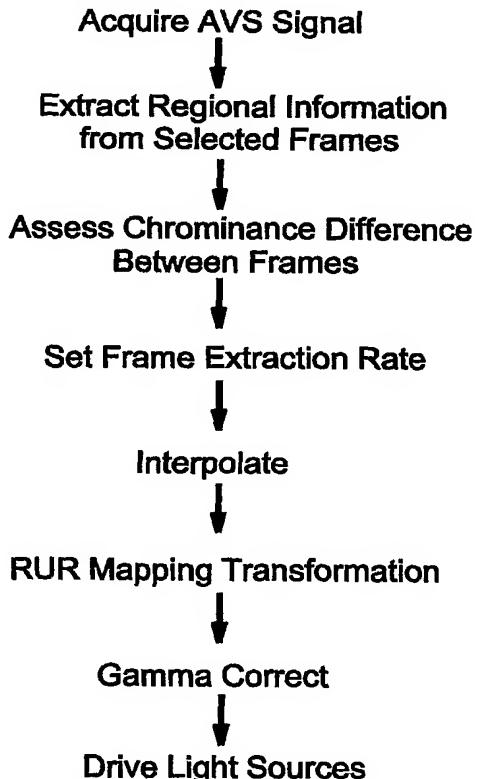


Fig. 20